

Instructions

*mystique*TM
PRESENTS
**SWEDISH
EROTICA**

USE
PADDLE
CONTROLLER

BACHELOR
*Zap*TM



Foreplay

The object of the game is to use your paddle control to line up the Spanish Fly with the flying bachelor, giving him a shot of energy and causing him to rebound, and "scoring" with one of the lovely young ladies attending his party. When the game starts, the bachelor has four lives. Every time he misses the Spanish Fly he loses one life and a musical theme is played. After each life is lost, you must depress the button again. When all the lives are lost the game is over. Small squares on the stripe at the bottom of the screen show how many lives are remaining in addition to the one then in play. Note that when the bachelor flies toward the women, his private part (P.P.) is in an erect state. As he returns toward the Spanish Fly, it is in a limp condition. Also note that as the bachelor travels around, **The Flight Of The Bumble Bee** is played.

Scoring

When the bachelor successfully "scores" with a woman you score 5 points and the woman disappears. As the bachelor "scores" a fanfare of **Charge** is played.

Game Play

Bachelor Party™ consists of two game versions, each with a one- or two-player option. With the power switch off, gently insert your Mystique™ video game cartridge into your Atari® or Sears® console in the same manner as you would with any ordinary game cartridge. Turning the switch "on" will activate the "foreplay mode". This is very similar to the "attract mode" seen on many arcade games. You will hear **Auld Lang Syne** play. Once the music stops playing you can start the game.

Games number 1 and 3 are one-player versions and 2 and 4 are two-player versions. In games 1 and 2 there are two rows of 4 women in each row. Games 3 and 4 are more difficult in that there are two rows of 8 women in each row, and they slowly advance during play. Use the "game select" switch on your console to select your game choice. The number of the game appears on a colored stripe above the Mystique™ name, near the bottom of the screen. Use the paddle controller plugged into the left hand socket of your Atari® console.

Once you have selected the game, either depress the "game reset" button on your console, or the red "fire" button on the paddle control. This will start the "play" mode. The musical theme is then repeated. At the end of the music press the "fire" button again and the first bachelor will be released. Turning the knob on the paddle control clockwise will cause the Spanish Fly (the paddle on the left side of the screen) to move down, turning it counter-clockwise causes the Spanish Fly to move up.

Bonus Lives

Once the bachelor "scores" with all the women in both rows, you will be awarded a bonus life and two new rows of women appear. You can accumulate no more than 6 lives at any one time, in addition to the one in play.

Rebound

As the bachelor strikes the side walls, the ladies, or the backwall, he will rebound in a straight line at an angle similar to a beam of light striking a mirror at an angle and then being reflected.

Quickies

When our bachelor strikes the back wall in games 1 and 2 or the second row of women in games 3 and 4, his energy level will greatly increase and along with it the speed of the games.

Two Player Option

When the two-player option is selected, the first player (using the left paddle—red score stripe) plays until a life is lost. The second player (right paddle—green score stripe) then plays until a life is lost. However, when it is the first player's turn again, the turn begins with all the ladies on the screen, making it more difficult than the single player games.

Turns continue to alternate until one player has lost all their lives. Other player then continues playing until all remaining lives are lost. When this occurs, the game is over and both players' final scores are displayed simultaneously on the screen, meanwhile the unit returns to the "Attract" or "foreplay" mode.

Difficulty Levels

With the difficulty switch in the "B" position the Spanish Fly is slightly smaller and a little more difficult to hit the bachelor with. In the "A" position, the Spanish Fly is larger, making it easier to hit the bachelor.

A further difficulty level is achieved by playing games 3 or 4. In these games, the rows of women advance toward the Spanish Fly. Once the second row of women reaches the original position of the first row, the first row of women disappears and a new second row appears. If you are to score a bonus life, you must score with all the women in both rows before the new row appears.

After Play

The world of electronic video games is a most exciting concept. It uses computer generated images to challenge the player's imagination; to create a fantasy situation that offers a challenge.

Until *Mystique*,™ video games have been considered by many to be "child's play" (because they usually beat the adults). But here's a game kids can't play (so you stand a chance of winning).

We at Mystique™ feel that it's time for video games and their adult players to come out of the closet, away from the kids, and deal with ADULT fantasies. After all, grown-ups have been known to be imaginative and competitive, as well as have fantasies.

We have designed our "Adult" games to be whimsical, entertaining, challenging, naughty and FUN. Our own team of design engineers has developed a line of games that don't just stop at "Adult", but push the Atari® console to the limit. You'll see graphics of a quality that you probably have never seen before. You'll hear music and sound effects where you've come to expect only an occasional "bleep" before. Nearly every bit of capability of the Atari® 2600 is used.

It is our desire to provide you with not only the finest in adult video games, but with a level of quality — play, graphics, effects and humor — rarely found in any video game — adult or not. We want you to laugh, smile a lot, have a challenge and enjoy! Any suggestions for improvement are welcome. Compliments are adored. However, we'd love to hear from you either way.

LIMITED ONE YEAR WARRANTY

Mystique™ warrants to the original consumer purchaser of this Mystique™ video game cartridge that it will be free from defects in materials and workmanship for a period of one (1) year from the date of purchase. Mystique™ agrees to either repair or replace, at its option, free of charge, any cartridge discovered to be defective within the warranty period upon receipt of the cartridge, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is limited to the electronic circuitry and mechanical parts originally provided by Mystique™ and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the cartridge has arisen through abuse, unreasonable use, mistreatment or neglect. This warranty is in lieu of all other express warranties and no other representation or claims of any nature shall be binding on or obligate Mystique.™ ANY IMPLIED WARRANTIES APPLICABLE TO THIS CARTRIDGE ARE LIMITED TO THE ONE (1) YEAR PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MYSTIQUE™ BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS CARTRIDGE.

Some states do not allow limitations on how long an implied warranty lasts and/or the exclusion or limitation of incidental or consequential damages so the above limitations and/or exclusion or limitation of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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